

GRAPHICS DRIVER AND METHOD WITH TIME PARTITIONING

ABSTRACT OF THE DISCLOSURE

A graphics driver and method is provided that facilitates graphics rendering time partitioning to provide improved resource allocation between multiple windows and/or multiple graphics clients. The graphics driver receives high level graphics data from multiple graphics clients and outputs a time-partitioned chain of graphics primitives to the graphics processor. The graphics driver includes a partitioning controller, a graphics translator, and a chain builder. The partitioning controller allocates processing time among the multiple graphics clients, with each of the multiple graphics clients being allocated a periodic budget. The graphics translator translates high level graphics commands received from the graphics clients into graphics primitives that can be processed by the graphics processor. The chain builder creates chains of the graphics primitives that are configured to give each graphics client its associated periodic budget in the graphics processor.